

GTM-2 Fury Missile

Small, fast dumbfire missiles - fired in swarms - GTA fighters can carry more Fury missiles than conventional missiles, due to their small size - used for distraction and other tactical measures - very small payload (3 Kt).

Use is recommended in close combat situations and against larger targets where tracking is a non issue.



Model: GTM-2 Fury Missile

Type: Missile

Scale: Starfighter

Skill: Starship Gunnery

Cost: 700

Fire Rate: 1

Fire Control: 1D

Space Range: 1-3/5/9

Atmosphere Range: 50-300/500/900

Damage: 6D

Game Notes:

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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